

FIGURE 1
PRIOR ART

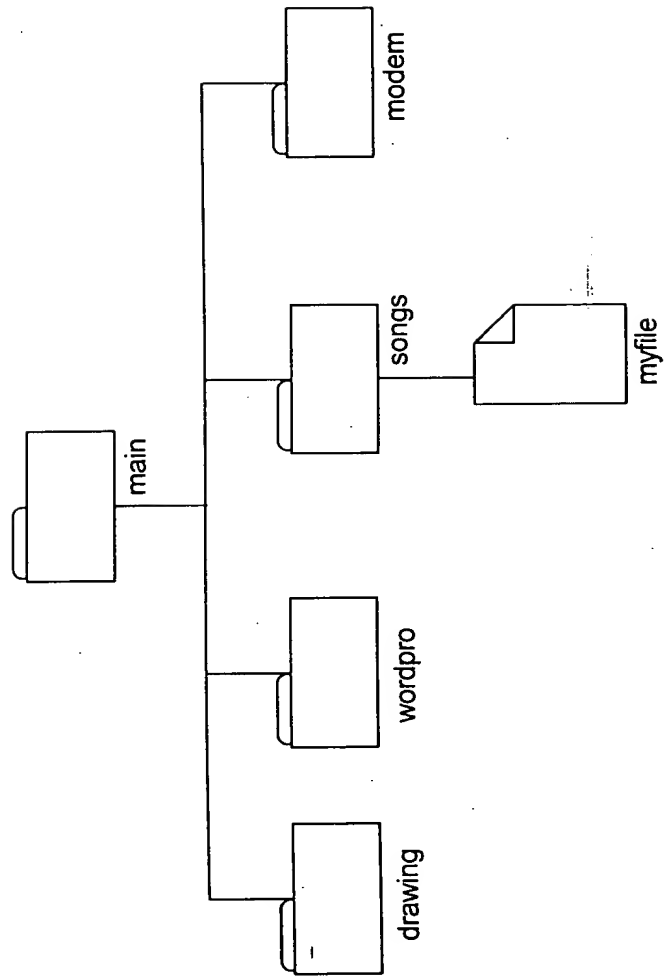


FIGURE 2 PRIOR ART

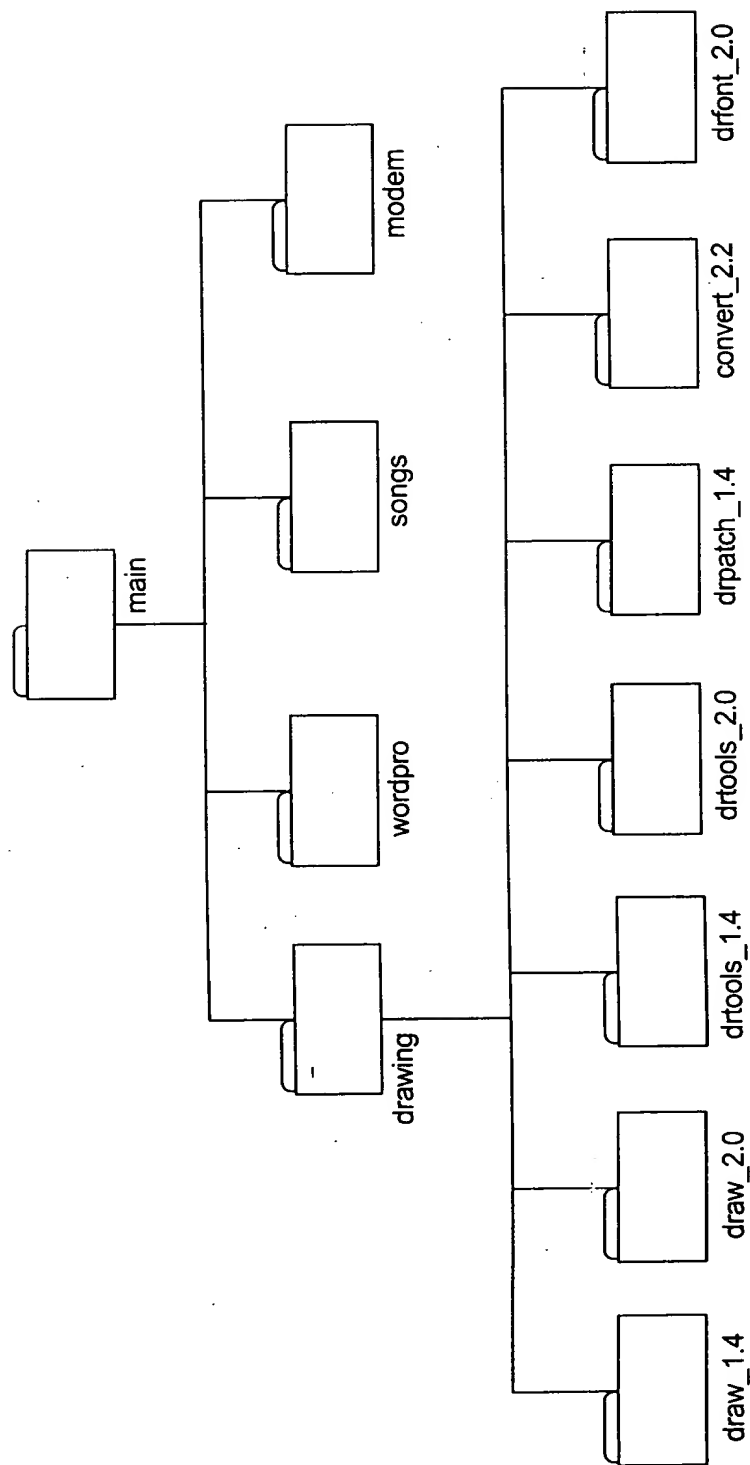


FIGURE 3
PRIOR ART

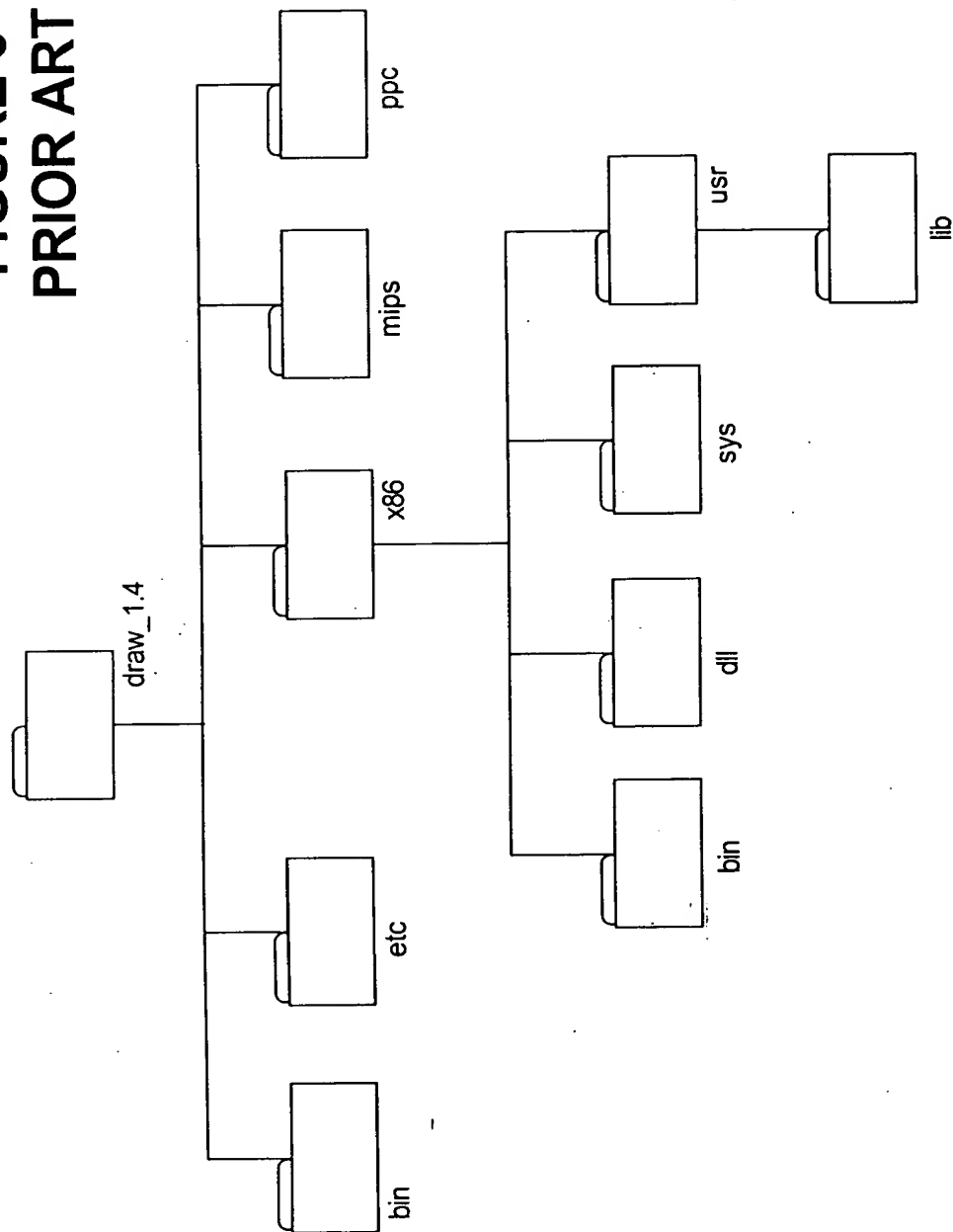


FIGURE 4

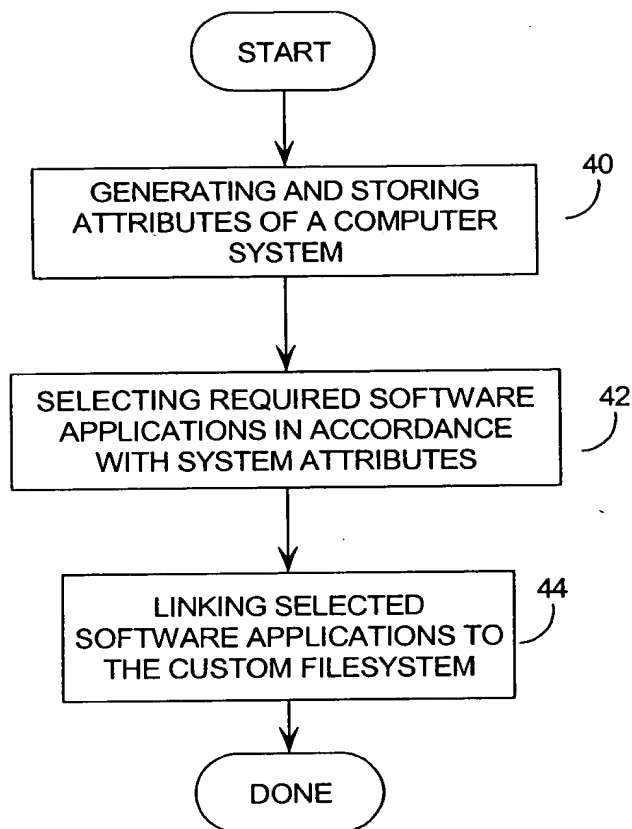
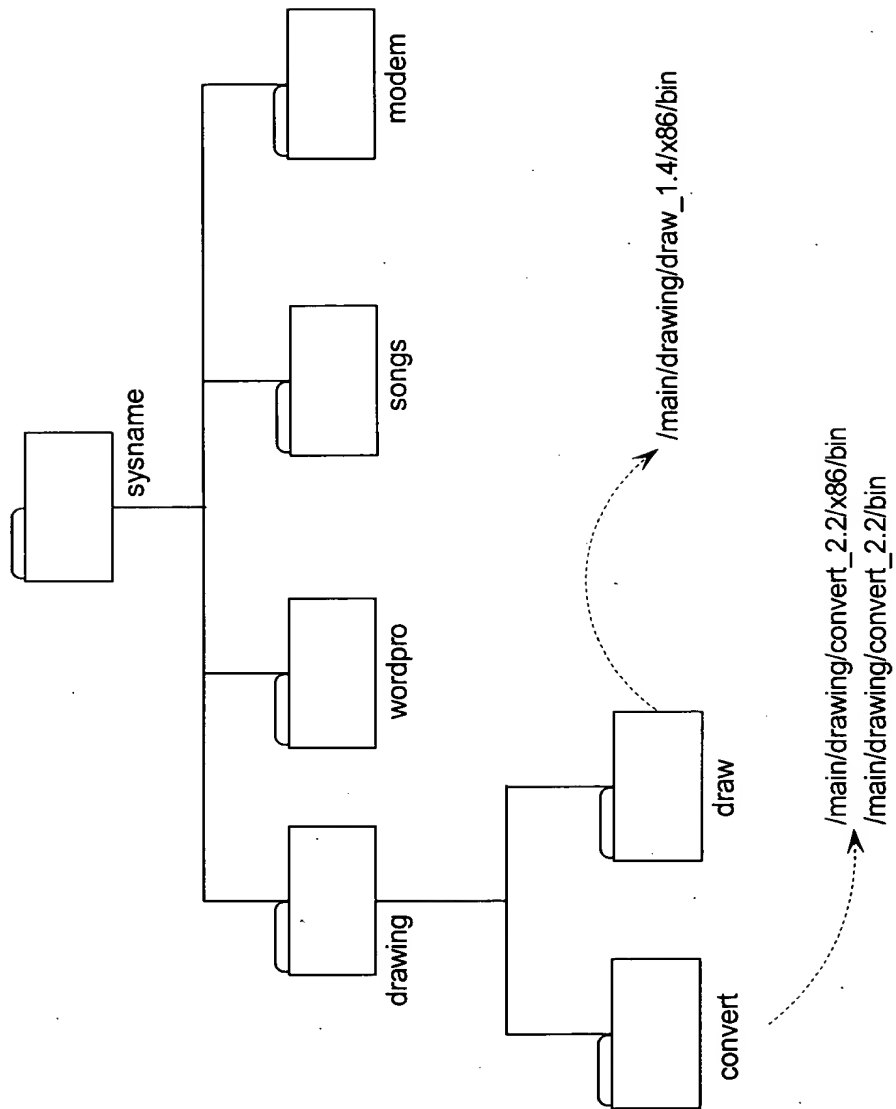


FIG. 4 is a flowchart of a method for generating and storing attributes of a computer system.

FIGURE 5



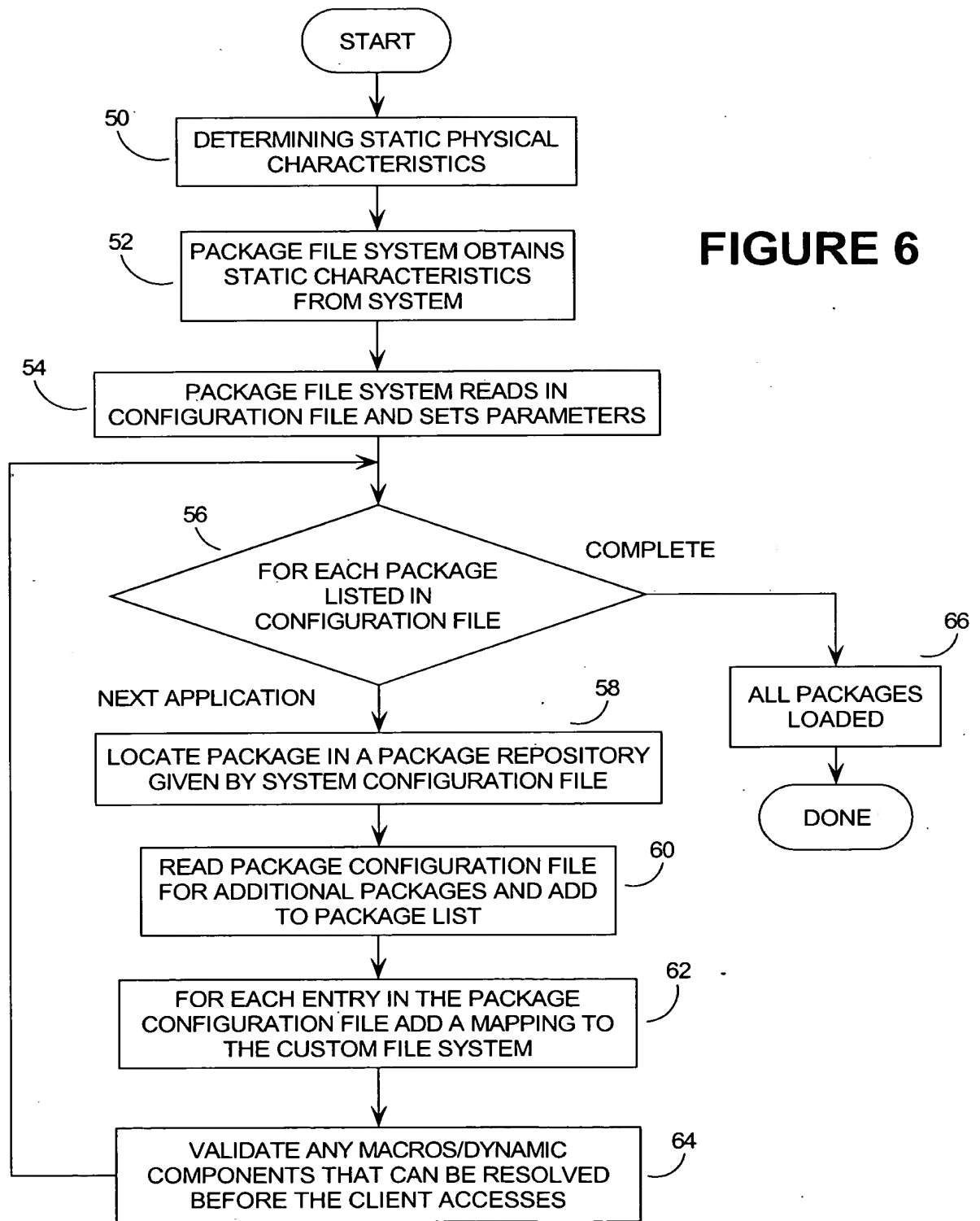
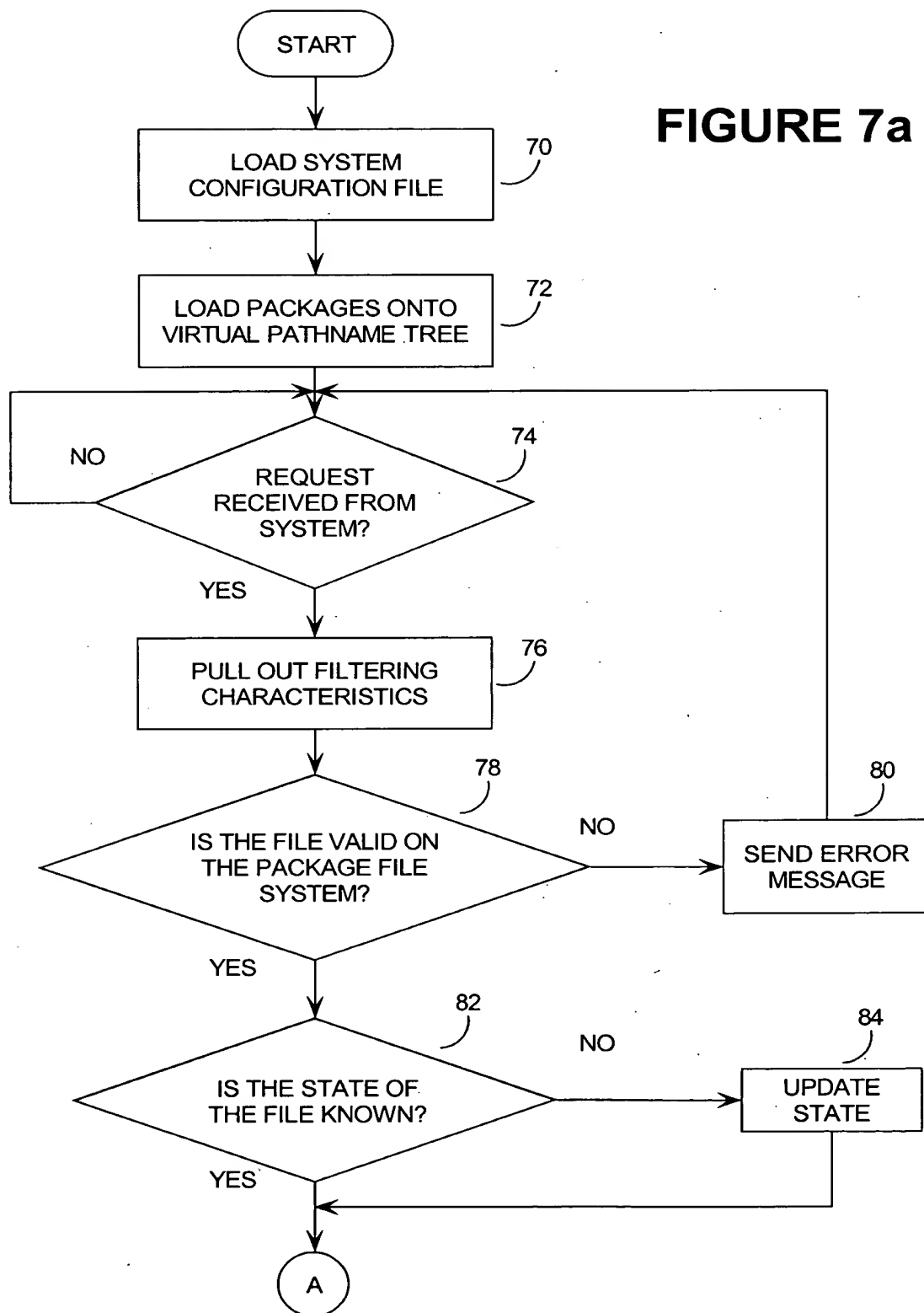


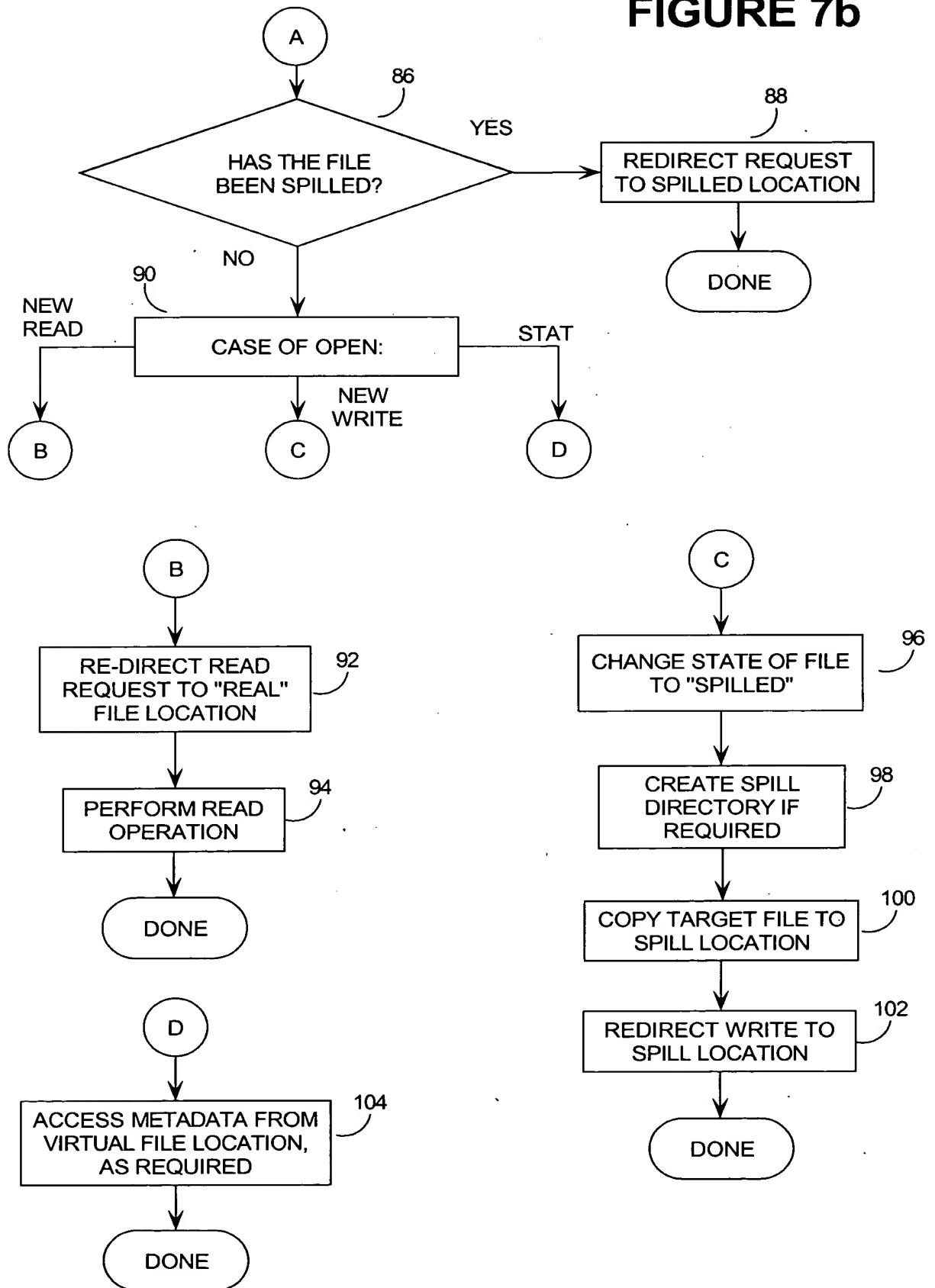
FIGURE 6

FIGURE 7a



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FIGURE 7b



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